

Amendments to the Claims:

Please amend claims 1, 6, 13, 15, 17, 19 and 21 as shown in the claim listing below. All pending and withdrawn claims are listed below. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A method of playing a wagering game comprising:
 - accepting a player wager, said player wager a single high-low wager which corresponds to both a pre-established range of low sums and pre-established range of high sums;
 - allowing a player to cause two or more dice to be rolled a first time;
 - allowing the player to either hold or discard each of the rolled dice in an effort to obtain either the high sum or low sum;
 - allowing the player to cause the discarded dice to be rolled at least one time; and
 - resolving said wager based on a sum of the held and re-rolled dice, being dependent upon a said wager being resolved as a winning wager if said sum of the held and re-rolled dice falls within the pre-established range of low dice sums [[and]] or pre-established high dice sums.
2. (original) The method of claim 1 further comprising advancing said player to one or more bonus rounds in response to the two or more dice each having identical values after a final roll.
3. (cancelled)
4. (original) The method of claim 2 further comprising the player selecting one of multiple pay tables corresponding to playing the bonus rounds wherein the pay tables are each based on differing levels of risk and differing payouts.

5. (original) The method of claim 1 further comprising advancing a player to one or more progressive jackpot rounds in response to pre-established dice outcomes.

6. (currently amended) A method of playing a wagering game comprising:

accepting a player wager, said player wager a single high-low wager which corresponds to both a pre-established range of low sums and pre-established range of high sums;

allowing a player to cause five six-sided dice to be rolled a first time;

allowing the player to either hold or discard each of the five rolled dice in an effort to obtain the high sum or low sum;

allowing the player to cause the discarded dice to be rolled at least one time; and

resolving said wager based on a sum of the held and re-rolled dice, being dependent upon a said wager being resolved as a winning wager if said sum of the held and re-rolled dice falls within the pre-established range of low dice sums [[and]] or pre-established high dice sums.

7. (original) The method of claim 6 further comprising advancing said player to one or more bonus rounds in response to the two or more dice each having identical values after a final roll.

8. (cancelled)

9. (previously presented) The method of claim 6 wherein the range of low dice sums correspond to 5 through 12, inclusive, and the range of high dice sums correspond to 23 through 30, inclusive.

10. (original) The method of claim 7 further comprising the player selecting one of multiple pay tables corresponding to playing the bonus rounds wherein the pay tables each include different payouts related to varying levels of reward.

11. (previously presented) The method of claim 10 wherein the pay tables comprise a conservative, aggressive and high-risk version.

12. (original) The method of claim 6 further comprising advancing a player to one or more progressive jackpot rounds in response to pre-established dice outcomes.

13. (currently amended) A wagering game comprising:

a gaming table for rolling dice, said table having a gaming layout;

[[multiple]] two or more dice; and

a wagering area depicted on said layout wherein players may place wagers, ~~said wagers being dependent upon a pre-established range of low dice sums and high dice sums based on a sum of the dice~~ being single high/low wagers which correspond to both a pre-established range of low sums and pre-established range of high sums calculated subsequent to a pre-established number of rolls wherein after each roll a player may select which dice to hold and discard such that only discarded dice may be rolled again, said wagers being resolved as winning wagers if said sum of the held and re-rolled dice falls within the pre-established range of low dice sums or pre-established high dice sums.

14. (previously presented) The wagering game of claim 13 wherein five six-sided dice are rolled and the range of winning low dice sums is 5 through 12, inclusive, and the range of winning high dice sums is 23 through 30, inclusive.

15. (currently amended) An electronic gaming machine comprising:

a machine processor;

a player interface;

a display in communication with said processor, said display for displaying processor produced simulated rolls of two or more dice; and

means for accepting a wager, ~~said wager being dependent upon a pre-established range of low dice sums and high dice sums of the two or more dice~~ being a single high-low wager which correspond to both a pre-established range of low sums and pre-established

range of high sums calculated subsequent to a pre-established number of rolls of the two or more dice wherein after each roll a player may select which dice to hold and discard such that only discarded dice may be rolled again, said wager being resolved as a winning wager if said sum of the held and re-rolled dice falls within the pre-established range of low dice sums or pre-established high dice sums.

16. (original) The gaming machine of claim 15 wherein the display employs touchscreen technology.

17. (currently amended) A method of playing a wagering game comprising:

accepting a player wager, said player wager a single high-low wager which corresponds to both a pre-established range of low sums and pre-established range of high sums;

permitting the player to roll two or more dice one or more times;

permitting the player to hold any number of the rolled dice after each roll and permitting the player to re-roll the dice not held in an effort to obtain the high sum or low sum; and

resolving said player wager according to a pay table setting forth payouts corresponding to a pre-established range of low dice sums and high dice sums of the two or more dice after a final roll said wager being resolved as a winning wager if said sum of the held and re-rolled dice falls within the pre-established range of low dice sums or pre-established high dice sums.

18. (previously presented) The method of claim 17 wherein five six-sided dice are rolled and the range of winning low dice sums include 5 through 12, inclusive, and the range of winning high dice sums include 23 through 30, inclusive.

19. (currently amended) A computer network, including a plurality of terminals in communication with one or more central computers, for facilitating play of a wagering game comprising;

a wagering game program stored on the one or more central computers;

a terminal having a display for displaying processor produced simulated rolls of two or more dice, said terminal further having a player interface for a player to play said wagering game; and

wager accepting means, said wager ~~said wager being dependent upon a pre-established range of low dice sums and high dice sums of the two or more dice~~ being a single high/low wager which corresponds to both a pre-established range of low sums and pre-established range of high sums calculated subsequent to a pre-established number of rolls of the two or more dice wherein after each roll a player may select which dice to hold and discard such that only discarded dice may be rolled again, said wagers being resolved as a winning wager if said sum of the held and re-rolled dice falls within the pre-established range of low dice sums or pre-established high dice sums.

20. (previously presented) A method of playing a wagering game comprising:

accepting a player wager on two or more dice groups;

allowing a player to cause five six-sided dice from a first dice group to be rolled a first time;

allowing the player to either hold or discard each of the five rolled dice from the first dice group;

placing in each dice group the dice values held in the first dice group such that each dice group has the same held dice values after the first roll of the first dice group;

allowing the player to cause the non-held dice of each dice group to be rolled; and

resolving said wager on each dice group dependent upon a sum of the five dice in each dice group.

21. (currently amended) A method of playing a wagering game comprising:

providing multiple pay tables comprising different payouts and different numbers of winning outcomes, each said pay table having one or more common winning outcomes;

allowing a player to select one of said multiple pay tables;

accepting a player wager, said player wager a single high-low wager which

corresponds to both a pre-established range of low sums and pre-established range of high sums;

allowing a player to cause two or more dice to be rolled a first time;

allowing the player to either hold or discard each of the rolled dice in an effort to achieve the high total or low sum;

allowing the player to cause the discarded dice to be rolled at least one time; and

resolving said wager based on a sum of the held and re-rolled dice, said wager being resolved as a winning wager if said sum of the held and re-rolled dice falls within the pre-established range of low dice sums or pre-established high dice sums.

22. (previously presented) The method of claim 21 wherein said multiple pay tables comprise at least conservative, aggressive and high risk version.